

AMENDMENTS TO THE CLAIMS

Prior to the present communication, claims 1–16 and 28–29 were pending in the above-identified application. Claims 1, 7, and 28 are amended herein. All claims currently pending and under consideration in the above-identified application are shown below. This listing of claims will replace all prior versions and listings of claims in the above-identified application.

Listing of Claims:

1. (Currently Amended) A system comprising:
 - a markup language core engine for providing categories of behaviors including layout and rendering behaviors;
 - at least one external component designed to provide categories of external component behaviors including at least one of an external component layout behavior and an external component rendering behavior in addition to the behaviors provided by the core engine;
 - a pair of interfaces associated with each external component for communication between the external component and the core engine; ~~and~~
 - a mechanism included in the core engine to extend a selected category of behavior of the core engine with the behaviors of a same category of the at least one external component, such that the behaviors of the same category of the at least one external component participate with the behaviors of the core engine, wherein the mechanism and the at least one external component communicate through the pair of interfaces to confirm participation, and participation includes the at least one external component delegating a portion that is less than all of a processing of the behaviors of the same category to the core engine; and

an output medium to render and layout visual elements as a result of the participation among the markup language core engine and the at least one external component.

2. (Previously Presented) The system of claim 1, wherein first interface of each pair is exposed by the external component for querying by the mechanism, and a second interface of each pair is exposed by the mechanism for querying by the external component.

3. (Original) The system of claim 1, wherein the behaviors provided by one of the at least one external component override comparable behaviors of the core engine.

4. (Original) The system of claim 1, wherein the behaviors provided by one of the at least one external component complement comparable behaviors of the core engine.

5. (Original) The system of claim 1, wherein the behaviors provided by one of the at least one external component are attached behaviors that can be applied and subsequently removed.

6. (Original) The system of claim 1, wherein the behaviors provided by one of the at least one external component are element behaviors that are permanently applied.

7. (Currently Amended) A method performed by a mechanism for extending a behavior of a core engine with a behavior of an external component, both the core engine behavior and the external component behavior belonging to a same category of behavior, the category being at least one of a layout behavior and a rendering behavior, the method comprising:

calling a behavior initialization method of the external component to determine how the behavior of the external component participates with the behavior of the core engine, wherein the core engine behavior and the external component behavior belong to the same category of behavior and participation includes the at least one external component delegating a portion that is less than all of a processing of the core engine behavior and the external component behavior to the core engine in a first mode, and participation further includes replacing the core engine behavior with the external component behavior in a second mode;

calling a behavior method of the external component for the external component to provide the behavior of the external component when the core engine is providing the behavior of the core engine, so that the behavior of the external component participates with the behavior of the core engine; ~~and~~,

receiving a call to a corresponding behavior method of the mechanism for the external component to communicate with the core engine during participation of the behavior of the external component with the behavior of the core engine; and

rendering a number of layers based on the participation among the external component and the core engine.

8. (Original) The method of claim 7, wherein the mechanism is part of the core engine.

9. (Previously Presented) The method of claim 7, wherein the behavior is a layout behavior.

10. (Original) The method of claim 9, wherein the behavior is fully delegated to the external component from the core engine, which is specified by the external component in response to calling the behavior initialization method of the external component.

11. (Previously Presented) The method of claim 9, wherein the behavior implemented by the external component is called after a comparable behavior of the core engine is performed, which is specified by the external component in response to calling the behavior initialization method of the external component.

12. (Previously Presented) The method of claim 7, wherein the behavior is a rendering behavior.

13. (Original) The method of claim 12, wherein rendering by the behavior of the external component replaces rendering by the comparable behavior of the core engine, which is specified by the external component in response to calling the behavior initialization method of the external component.

14. (Original) The method of claim 12, wherein rendering by the behavior of the external component intersperses with rendering by the comparable behavior of the core engine, which is specified by the external component in response to calling the behavior initialization method of the external component.

15. (Original) The method of claim 7, further initially comprising calling a query method of the external component implementing the behavior.

16. (Original) The method of claim 7, wherein the method is performed by execution of a computer program from a computer-readable medium by a processor.

Claims 17–27 (Cancelled)

28. (Currently Amended) A computer-readable medium having one or more computer programs stored thereon for execution by a processor comprising:

a markup language core engine for providing categories of behaviors including layout and rendering behaviors;

at least one external component designed to provide categories of external component behaviors including at least one of an external component layout behavior and an external component rendering behavior in addition to the behaviors provided by the core engine;

a pair of interfaces associated with each external component for communication between the external component and the core engine; ~~and~~

a mechanism included in the core engine to extend a selected category of behavior of the core engine with the behaviors of a same category of the at least one external component, such that the behaviors of the same category of the at least one external component participate with the behaviors of the core engine, wherein the mechanism and the external component communicate through the pair of interfaces, and participation includes the at least one external component delegating a portion that is less than all of a processing of the behaviors of the same category to the core engine; and

an output medium to render and layout visual elements as a result of the participation among the markup language core engine and the at least one external component.

29. (Previously Presented) The computer-readable medium of claim 28, wherein a first interface of each pair is exposed by the external component for querying by the mechanism, and a second interface of each pair is exposed by the mechanism for querying by the external component.

Claims 30-32 (Canceled)